For Atari® 2600 VCS™ and Sears Video Arcade™

XONOX™

DOUBLE-ENDER™

SPIKE'S PEAK™

GAME INSTRUCTIONS...

You are Spike, climbing against time. Rather than following the safer way of the path, you may decide to climb the cliff instead...but such a decision will change your speed and your technique. Completing *5 different screens* will take you to the top of the mountain, but beware of diving eagles, and hungry bears that hide in darkened caves. You must also watch for rock slides and slippery ice patches ...they may send you sliding, perhaps into poisonous mountain cactus. The higher you climb, the colder you'll get. So hurry ...before you freeze!

Get Ready to Play Spike's Peak

1. Hook up your video game system. Follow the manufacturer's directions.

2. With the power "OFF", plug in game cartridge. The XONOX Double-Ender — with Spike's Peak and Ghost Manor — gives you twice the fun with two totally separate games, one on either end of the cartridge. To play Spike's Peak, insert the end of the cartridge labeled "Spike's Peak" into your video game system.

3. To prolong the life of your XONOX Double-Ender, you may want to use the dust cover provided to protect the game end not in use.

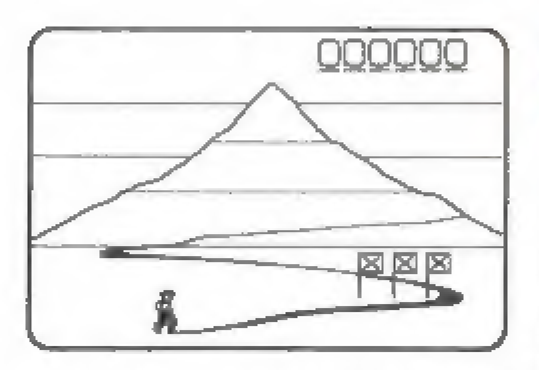
4. Now turn the power on. If no picture appears, check connection of your game console to TV; then repeat steps 1, 2 and 4.

5. Plug in left joystick controller. One player at a time only. Hold joystick with the red button in the upper left position.

6. Set both difficulty switches to "B" to begin with (see game instructions for advanced difficulty settings).

7. To begin or to start a new game, press "GAME RESET."

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.



SPIKE'S PEAK Video Game

You control SPIKE on a climb to reach the peak of the mountain. Start on the path that leads up through the meadows, crosses rocky ledges and advances through an icy snow field. But watch out for the bear, waterfalls, the eagle, falling rocks and the abominable snowman. Collect points as you go higher, and find gold nuggets and ice diamonds. But watch your body temperature; do not freeze before you reach the top — you only have 3 lives!

1. OBJECT of the GAME:

To reach the top of the mountain before you freeze, collecting as many points as possible — highest score wins.

2. CONTROLS:

Play with the LEFT JOYSTICK and FIRE BUTTON. One player at a time only.

3. SCORE DISPLAY:

a) Row of digits is your SCORE points.

b) Line under score is indication of body temperature. Shrinks as you get colder and you will freeze when it's gone.

4. Difficulty SWITCHES:

There are 4 difficulty levels.

Difficulty Level	Left Switch	Right Switch
1 - easy	B - novice	B - novice
2 - medium	A - expert	B - novice
3 - hard	B - novice	A - expert
4 - hardest	A - expert	A - expert

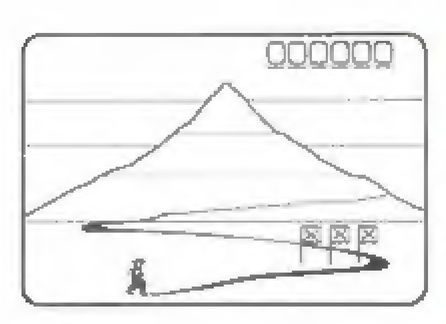
Difficulty switch settings have different effects on each screen:

Screen	Difficulty Switch affects:
1	a) delays your jumping ability b) speed of Spike's movement c) Eagle warning sound begins earlier
2	a) delays your jumping ability b) boulder may knock Spike off at lower levels
3	no difficulty switch effect in this screen

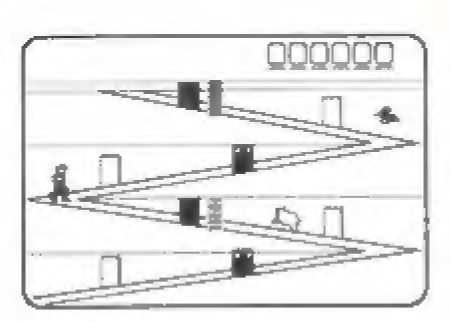
Note: The boulder will continue to appear at lower levels but it will not knock out Spike in the easier difficulty switch settings.

Note: To owners of Sears Telegames® Video Arcade,™ difficulty is called "skill".

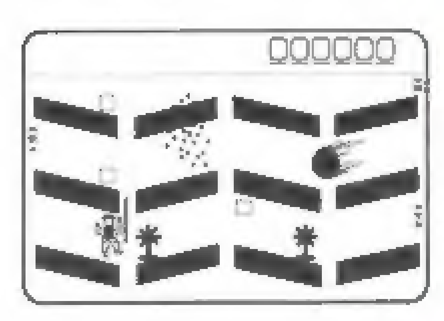
Game Layout:



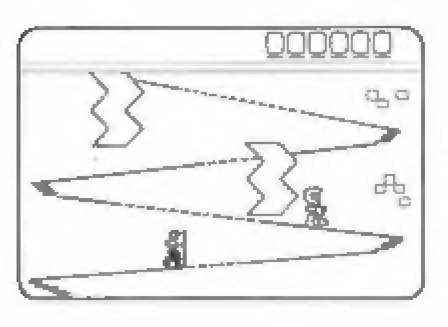
1. MOUNTAIN — screen 1
Flags indicate number of lives remaining. (A blinking dot on the mountain marks your previous advancement). Move joystick to the right to begin your journey.



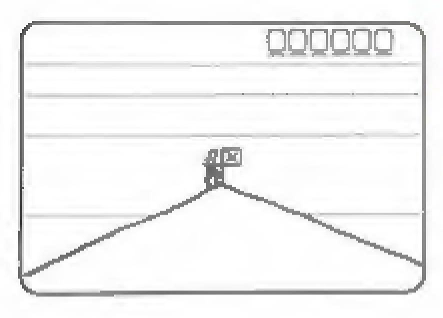
2. MEADOWS — screen 2
Ascending up the path through the meadows. Safety in brown canyons and empty black caves without bears (you'll see their eyes). Be careful of the muddy water slides, eagles, and bears (in and out of caves).



3. ROCKY LEDGE — screen 3
Hazardous ledges to cross with rockslides and boulders falling, plus cactus to sting you. Collect piton for protection and gold nuggets for extra points.

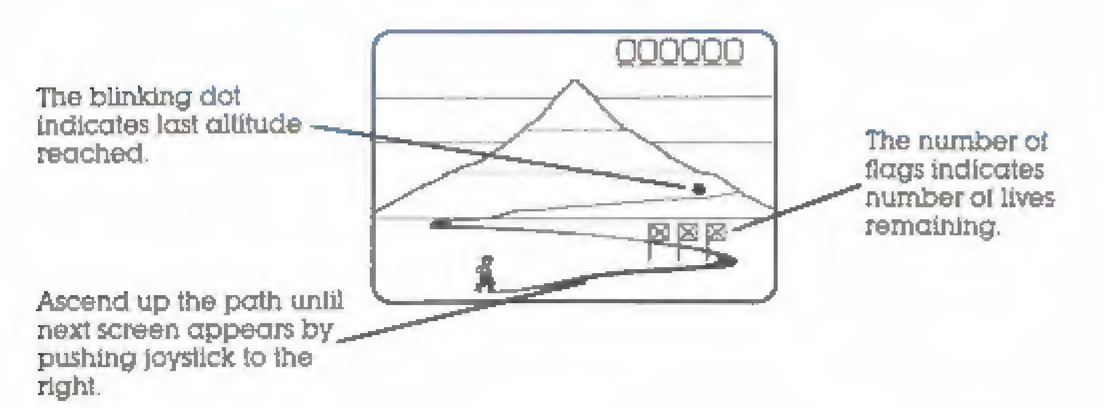


4. ICE CAP — screen 4
Be careful through the snowy icy path, avalanches fall and an abominable snowman tries to kill you. Pick up ice axe for help and collect ice diamonds for additional points plus energy.

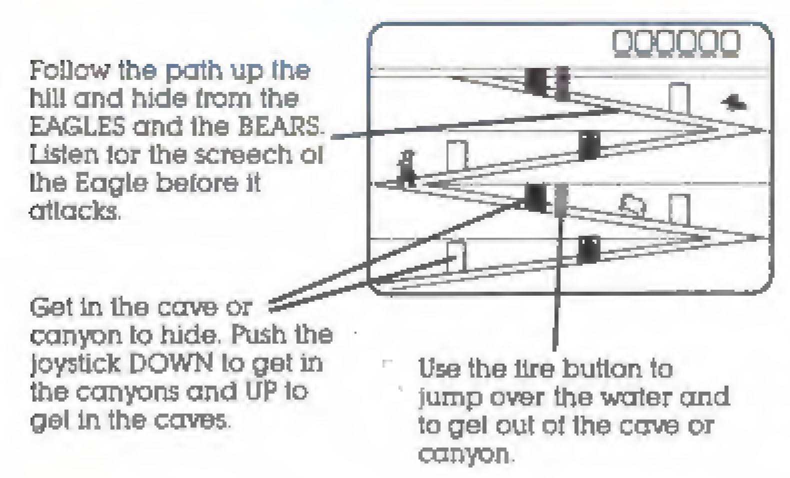


5 TOP OF THE MOUNTAIN — screen 5
Plant the flag at the top and you've conquered the mountain. You're very tired!

PLAY ACTION — Screen 1
Starting up the MOUNTAIN



PLAY ACTION — Screen 2
Climbing the MEADOWS



Your objective is to reach the top of the meadow path and then climb screen 3, the rocky ledge.

Don't stay in the cave or canyon too long or your body temperature will fall and you will freeze and die.

Point Scoring in Screen 2

This part of the mountain is 4,000 feet high. You will collect 1,000 points for every 1,000 feet of altitude you climb. (Each turn in the path represents 1,000 feet).

Ways to Lose Lives in Screen 2

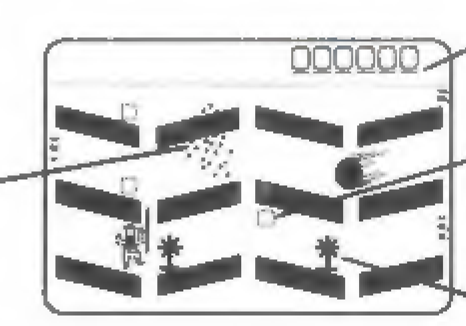
- killed by Bear or Eagle
- freezing to death
- caught in water slide

PLAY ACTION — Screen 3 Balancing on the ROCKY LEDGE

Be careful on the rocky ledge. Walk over the DRIVING PITON and use the fire button to drive it into the hill while advancing with the joystick.

Do not fall between the ledges or you will fall down the holes. Use the fire button to jump from ledge to ledge.

Watch out for the FALLING ROCKSLIDE: it will knock you down and give you negative points. Don't let the FLYING ROCK hit you: it will knock you toward the holes between the ledges. Use the fire button to protect yourself.



BODY TEMPERATURE will only fluctuate.

Grab GOLD NUGGETS for extra points by walking over to them.

CACTUS block the path and will give you quite a twirl. You can jump over them by using the fire button.

Spike is a talented climber. He does not have to walk along the ledge. He can climb straight up or even diagonally but without the support of the ledges, climbing progress is slower and it may take longer to get to the top. However, some climbers think the shortest distance route is the quickest.

Your objective is to reach the top of the rocky ledge (gathering as many gold nuggets as you can), and then climb screen 4, the ice cap.

You can enter the ice cap screen by either gathering the gold nugget at the top left of the rocky ledge screen or by climbing over the stairway looking ledge on the top right of the rocky ledge screen.

Point Scoring in Screen 3

This part of the mountain is 3,000 feet high. You will collect 2,000 points for each 1,000 feet of altitude you climb (each level of ledge represents 1,000 feet).

Other Point Scoring in Screen 3

Gold nuggets are worth 3,000 points each.

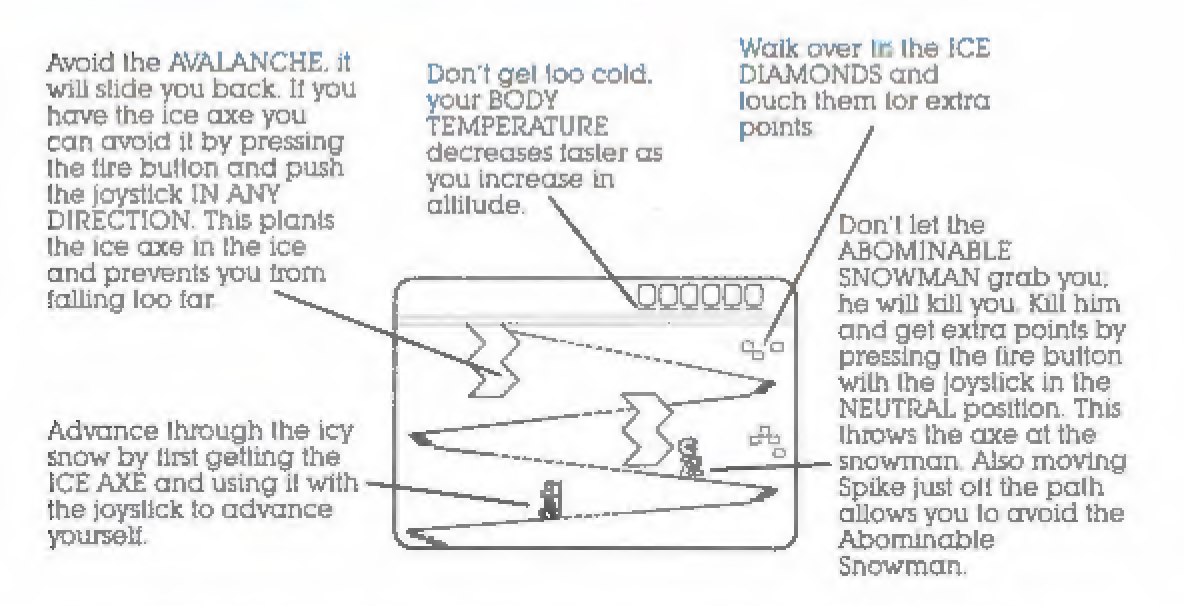
Ways to Lose Points in Screen 3

If you are knocked down by falling rocks you will lose 150 points each time you fall backwards.

Ways to Lose Lives in Screen 3

- falling between or off a ledge
- getting hit by the boulder if it knocks you off a ledge

PLAY ACTION — Screen 4
Passing the ICE CAP



As in Screen 3, Spike can climb in all directions. He does not have to stay on the path, although Spike moves slower if off the path.
Your objective is to reach the top of the ice cap and then climb screen 5, to the top of the mountain, to plant the flag...all before you freeze!

Point Scoring in Screen 4

This part of the mountain is 4,000 feet high. You will collect 2,000 points for every 1,000 feet of altitude you can climb (each turn in the path represents 1,000 feet).

Other Point Scoring in Screen 4

Collecting the Ice Diamonds are worth 5,000 points each. If you can kill the Abominable Snowmen, you will get 2,000 points for each Snowman killed.

Ways to Lose Points in Screen 4

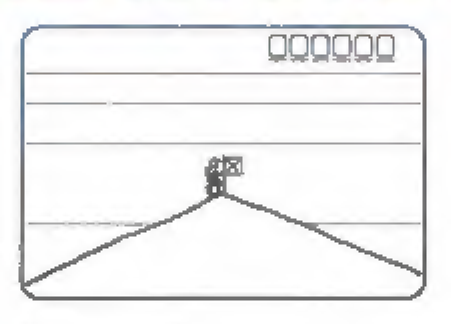
If you are knocked down by an avalanche, you will lose 250 points each time you are knocked down.

Ways to Lose Lives in Screen 4

- Getting killed by an abominable snowman
- Freezing to death

PLAY ACTION — Screen 5
TOP OF THE MOUNTAIN

Peace at last, but you must climb to the very top and plant your flag before your body temperature freezes. Take a rest for completing such a mission!



Point Scoring in Screen 5

When you have reached the top of the peak you will be awarded 10,000 bonus points!

Also, if you have more lives remaining, you will scurry down the mountain to climb again, after you have had a brief rest.

Ways to Lose Lives in Screen 5

- Freezing to death

GAME ENDING

Losing a Life

You will lose a life because of several possibilities:

Screen 2 — Bear, Eagle or Water Slide may capture you. Also your body temperature may get too low.

Screen 3 — Falling in between the ledges in the holes.

Screen 4 — Abominable snowman catches you, or your body temperature gets too low.

If you lose a life you will flash back to the beginning of the mountain to check your last position and how many lives you have left. To resume your climb from the screen at which you left off, move joystick to the right.

Winning the Game

You will win the game if you plant your flag at the very top of the mountain. If you still have lives left, you can get more points. To resume play, press the fire button.

Bonus Lives

If you reach 100,000 points you will receive another life for Spike. For each 100,000 point level you reach you will receive an additional life, but you will never have more than 3 lives total at any one time.

Losing the Game

If you lose all 3 of Spike's lives without reaching the top of the mountain, you will return to the base of the mountain and see that there are no more flags remaining because you have no more lives. The game is over. To replay again from this screen just move the joystick in any direction or press GAME RESET and the game will restart.

GOOD LUCK!

Climbers Log

Name	Date	High Score

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.